

Radio Shack®

Consumer Mail Center

Supplemental Software Catalog

**Additional Software For
Radio Shack Color Computers
Micro Color Computers (MC-10)
Pocket Computers and
Model I, III, IV**

This catalog contains detailed descriptive listings of additional software for your Color Computer, Color Computer 2®, Micro Color Computer (MC-10), and TRS-80® Pocket and Models I, III, IV computers. They can be ordered for you by your local Radio Shack store via our software "hotline." For your convenience an index is listed at the back of the catalog.

Supplemental Software Catalog

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Klendathu (26-2567) Cassette

Optional: Joysticks Required: Cassette recorder Level: 16K Extended Basic \$14.95

The Bugs live on the planet Klendathu. Or rather they live *in* Klendathu, burrowing underground—hiding from the enemy. You mustn't let their crawly appearance deceive you; they are good soldiers.

As an M.I. (Mobile Infantry), your job is to destroy Bugs—as many of them and as quickly as time and your fire and suit energy allow. Your score, rank, and pay depend upon exhausting all your firepower while conserving as much suit energy as possible. If you run out of time before you are prepared to jump back to the ship, you'll miss the ship. If you run out of suit energy before you run out of time, you won't have the energy to make the jump back to the ship. So when you flame a queen, don't expect to see the rewards right away; you have to use up all your firepower and then come back alive first.

Based on the Robert A. Heinlein novel *Starship Troopers*, KLENDATHU demands the coordination of firepower, suit energy and time limitations for each M.I. drop; the program includes on-screen indicators monitoring the FIRE, SUIT, and TIME remaining.

The game can be played by one or two players, using either a joystick or the Color Computer keyboard.

Demolition Derby (26-3044) Program Pak™

Required: Joysticks Level: Minimum 16K \$19.95

Accept the challenge! Hear your engine roar as you wipe out, demolish, and destroy your competitors, and thereby, accumulate points and complete as many courses as you can. (When you advance to a new course, the level of difficulty increases slightly.) Race alone or with a friend.

Temple of ROM (26-3045) Program Pak

Required: Joystick Level: Minimum 16K \$19.95

Seek out the mysteries of a vanished civilization on the planet Roloc. Search the temple for artifacts. But beware of the legendary curse that guards them. For one or two players.

Stellar Lifeline (26-3047) Program Pak

Optional: Joysticks Level: Minimum 16K \$19.95

You are commanding a spaceship "convoy" traveling between star bases. Your mission is to clear a path among the stars so that your fleet can safely reach star base Beta. Asteroids, magnetic mines, and alien attack ships block the path and threaten to destroy you. But watch out from behind!

Spidercide (26-3049) Program Pak

Required: Joysticks Level: Minimum 16K \$19.95

On a mission to explore the planets in the Nebula galaxy, your spaceship enters orbit around a planet. While flying over the surface, you discover that the planet is inhabited by giant spiders. They are coming to meet you. Is it going to be a friendly welcome? No! They are trying to entrap you in their webs and destroy you! Fire your spaceship's missiles to defend yourself!

Chess (26-3050) Program Pak

Optional: Joysticks Level: Minimum 4K \$19.95

Challenge this worthy opponent to see who's really the champ. Computer will take you on in a fast, "blitz" game or a slow-paced, "masters" game—where it's thinking three moves ahead! Eight levels of difficulty in all. Handles castling and "en passant" moves. Use it to work out problems, play demonstrations.

Quasar Commander (26-3051) Program Pak

\$19.95

Required: Joysticks Level: Minimum 16K

Quasar Commander is an exciting game of skill to play on your TRS-80 color computer. You are at the helm of a Starship. Imagine that your video screen is a window looking into outer space. Your laser sights are in the center of this "viewscreen." Try to destroy as many enemy ships as possible before colliding with them. This game contains variations for countless hours of fun.

Although you may use 4K, best results (smoothest animation) may be obtained with a 16K color computer.

Pinball (26-3052) Program Pak

\$19.95

Optional: Cassette Recorder Required: Joysticks Level: Minimum 4K

You're a pinball wizard! Talk about realistic—you can even bump and tilt, just like a real pinball machine. Hit the circle poppers and knockouts for points. Allows up to four players—five balls per player. Every 10,000 points wins a bonus ball. Design your own customized playfield for faster, more complicated games. And with a cassette recorder, you can save your board designs on tape to play later!

Football (26-3053) Program Pak

\$19.95

Required: Joysticks Level: Minimum 4K

Armchair quarterbacks arise! This is your chance to make a name in the big leagues. You quarterback the offense with a choice of five plays. Your opponent calls the defense to protect against the run or pass, or to blitz the quarterback. Cross the end zone for 7 points. Key players appear larger. Hut! Hut! Hut!

Checkers (26-3055) Program Pak

\$19.95

Optional: Joysticks Level: Minimum 4K

Playing against Gramps was never like this! Plug in this program and your Color Computer becomes a checkers champion. Beware of its treacherous strategies and maneuvers as you climb the eight levels of difficulty. Beat it at the top level, and you can take on anybody. Plays demonstrations, too.

Super Bustout (26-3056) Program Pak

\$19.95

Required: Joysticks Level: Minimum 4K

Super Bustout is a unique Color Computer game for one to four people. It's your job to break down a wall on the screen by knocking out individual bricks, gaining points for each one you destroy. You can play all alone, with a partner, or against as many as three other competitors. A special option, Gravity, lets the bricks appear running either across the top of the screen horizontally, or down the side of the screen vertically. You can have hours of fun mastering the different ways to "bust out."

Dino Wars™ (26-3057) Program Pak

\$19.95

Required: Joysticks Level: Minimum 16K

Dino Wars is an exciting adventure game for two players. Each player controls a rampaging dinosaur. If you aren't quick, you'll find yourself ruthlessly attacked by your opponent. Gaining territorial rights is everything. Only the strongest can take command. It's fast, furious and fun. You may use a 4K system, but best results are obtained on a 16K color computer.

Skiing (26-3058) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

Hit the slopes in your own home with this challenging, three-dimensional "sport." Race against the clock as you maneuver through the "gates." You're greeted at the finish lines with cheers, but your best time isn't recorded if you hit any flags or veered off course. Then master the ski poles and try other courses. You may use a 4K system, but best results are obtained on a 16K color computer.

Color Backgammon (26-3059) Program Pak

Optional: Joysticks Level: Minimum 4K

\$17.95

Challenge your Color Computer in this ancient, international favorite. It's as tough as playing the local champion . . . maybe tougher. The computer will even double the ante when it thinks it has a lock—unless you do it first! The only question is how to make it pay up when you finally beat it!

Space Assault (26-3060) Program Pak

Required: Joysticks Level: Minimum 4K

\$19.95

Your small force is all that stands between the enemy hordes and the destruction of our world! As the attack starts, quickly maneuver from behind your protective bunkers and blast away at the invaders. Watch out for enemy missiles—they can knock out your defenders and disintegrate your bunkers! Wipe out the first wave and new waves appear, firing ever more aggressively. When you're ready, try the expert level for the ultimate challenge!

Project Nebula® (26-3063) Program Pak

Required: Joysticks Level: Minimum 4K

\$19.95

You're in control of a starship cruising the universe. Fiendish aliens are all around. If they destroy you, the Earth is next. Punch up your long-range sensors and enter hyper-space to search out targets. Get them in your sights, then fire away! Use your maneuvering skill to rendezvous with the "home" space station and renew your power. Four levels of play, ten levels of difficulty. Unlike any other space adventure!

Polaris™ (26-3065) Program Pak

Required: Joysticks Level: Minimum 4K

\$19.95

The object of Polaris is to get the highest possible score by eliminating as many missiles as you can before they wipe out your islands. Your efforts to destroy the missiles will always be thwarted because they will continually rain down their shower of terror, increasing in speed and numbers at each new level of play. If you are accurate, you will be rewarded by additional islands, a score multiplier, and higher scores.

Wildcatting (26-3067) Program Pak

Optional: Joysticks Level: Minimum 16K

\$19.95

One to four wheeler-dealers pick drilling sites. A surveyor's report gives the chances of striking oil. Watch out for dry holes! Hit a gusher and you're in the money—for awhile, anyway. Production soon decreases, and taxes and drilling fees start to mount. Earn the highest profits in 10 rounds to win.

Gomoku and Renju (26-3069) Program Pak

Optional: Joysticks Level: Minimum 16K

\$19.95

Gomoku and Renju are ancient oriental games of strategy for two players. Your Gomoku/Renju program for the TRS-80 Color Computer matches you against your choice of the computer or another person in a game of Gomoku or the similar but more complex Renju. If you are a beginner, the program will help you master the various strategies of these games using eight different levels of play. If you are already a master, you will find the computer a challenging opponent, especially at the higher levels.

Robot Battle (26-3070) Program Pak

Optional: Cassette Recorder, Printer Level: Minimum 16K

\$24.95

Color Robot Battle is an enjoyable introduction to the concepts and procedures of programming. The fun of video games and the thrill of discovery combine to make this program unique and rewarding.

Two robots are at your command. Tell them how and where to move, how to react to situations around them, when to fire lasers and missiles, when to stay and fight and when to run! You can even program them to dance!

The preferred approach to this program would be for two people to program one robot each, then challenge the other person's program in battle. Enjoy the challenges of computer programming while playing an exciting game with a friend, or by yourself.

Program offensive and defensive robots. Improve on your programs as you learn. However you play, with Color Robot Battle you'll finish a winner!

Roman Checkers (26-3071) Program Pak

Optional: Joysticks Cassette Recorder Level: Minimum 16K

\$24.95

After a hard day in the gladiator arena or intense debating at Senate meetings, many educated Romans unwind after work by playing this challenging game. Like the Colosseum and the Pantheon, Roman Checkers is another part of Roman history that has been preserved for the enjoyment of today's TRS-80 Color Computer owner.

Roman Checkers is played on a standard checkerboard consisting of 64 squares: 8 across and 8 down. The object of the game is to outsmart an opponent and eventually occupy the most squares with your tokens. The tokens are two-sided and have an Eagle on one side and a Roman Monument on the other side. Player 1 is the Eagle and Player 2 is the Monument.

To capture your opponent's squares, you must trap one of his tokens between two of yours in vertical, horizontal, or diagonal straight lines. When you trap your opponent's token between yours, your opponent's token will "flip." When the token flips, the square is yours.

Mega-Bug (26-3076) Program Pak

Optional: Joysticks Level: Minimum 16K

\$19.95

Crawling stealthily through the corridors of the maze, the bugs are after you—their one mission in life is to search you out and make you their dinner, before you find your way completely through the giant maze. Their powers of detection are uncanny . . . the only way to outsmart them is by leaving as many conflicting clues as to your whereabouts as possible. You push on, through the twists and turns of the maze, hoping that what lies around the corner is more points, and not a Mega-Bug!

Castle Guard (26-3079) Program Pak

Required: Joysticks Level: Minimum 16K

\$24.95

The estates of Lord Schmegley and Sir Dumschtuff have been feuding for two decades, the point of dispute long forgotten. The continuing violence has brought anguish and disruption to the entire kingdom and all who live there.

The good king speaks to the feuding lords: "For crimes against the people in your charge and the destructiveness of your ways, a mystical battle will take place. This ball of flames will pass between the two castles, back and forth, including the land surrounding. Each time a castle is struck by the fireball, its size and strength will diminish stone by stone until ultimately, only one castle remains standing. This will put an end to the feud, and our kingdom will know peace once again!"

Your challenge is to defend your castle from the soaring fireball. Maneuver your pike in a way that will keep the ball from striking your castle—while sending it back to the opponent's. Be warned! Merlin's pikes are spellbound and seem almost to have power of their own!

Tennis (26-3080) Program Pak

Required: Joysticks Level: Minimum 16K

\$24.95

The excitement of tennis is now as close as your personal computer. Challenge a friend or the computer to a realistic tournament, consisting of games, sets, and matches. Keep up with the ball to win the championship! A color computer, with at least 16K RAM, and joysticks are required.

Monster Maze (26-3081) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

Thread your way through the evil dungeon in search of stacks of gold. Everywhere you turn are mechanical monsters who stole your gold. The monsters are programmed to kill; they sometimes shoot through the walls. Prepare for a battle as you struggle to keep the gold and find a way out alive!

Gin Champion (26-3083) Program Pak

Optional: Joysticks Level: Minimum 16K

\$24.95

Gin Champion is for beginners who want to practice basic technique or seasoned players who want to brush up on cut-throat tactics and advanced sneaky maneuvers. You can play 16 different versions of gin at ten different skill levels, ranging from innocent novice to hard-core "pro." The Gin Champion will never call a misdeal on you, nor will it suddenly yawn and proclaim that it's "too tired to play another round" when you manage to deal it a lousy hand.

Microbes (26-3085) Program Pak

Optional: Joysticks Level: Minimum 16K

\$24.95

While peering through your microscope, you make a dreadful discovery . . . a deadly plague is beginning to spread. No one is immune—not even you! Quick . . . the antibiotic spray is your only hope! But the bacteria is too strong, splitting apart again and again each time you spray it. But don't give up . . . the germ's growing weaker! Hurry—more spray—got it! Now for the others! Fifteen levels of difficulty increase the challenge.

Slay the Nereis (26-3086) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

You are the commander in charge of three mini-sub's. During your mission, you encounter schools of fish, manta rays, starfish, jellyfish, enemy navy destroyer, and an occasional "Nereis," an ancient seaworm that must be destroyed.

Clowns & Balloons (26-3087) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

Uh-oh, there he goes again! In the craziest circus act ever, you control two clowns with a firemen's net who keep bouncing a third clown up toward the ceiling. When the third clown gets high enough he begins popping the balloons floating overhead—and collecting points in

the process. But watch out! The better you get, the faster he bounces. If you miss him, he falls with a splat and a funeral march is played. Three levels of difficulty.

Shooting Gallery (26-3088) Program Pak

Optional: Joysticks Level: Minimum 16K

\$24.95

Have you ever wondered if you were a sharp enough marksman to win one of those big stuffed animals at the State Fair? All that fun and excitement is yours with the TRS-80 Color Computer Shooting Gallery! You can have endless fun taking aim at ducks, bunnies, and other moving targets as they travel across your screen. With a little practice, you can move up the ranks to the advanced levels and become a "crack shot."

To play this great arcade game, you'll need a TRS-80 16K Color Computer. Joysticks are optional, but they make it easier for you to aim and fire.

Canyon Climber (26-3089) Program Pak

Optional: Joysticks Level: Minimum 16K

\$29.95

Canyon Climber is a game of skill and reflex. Cantankerous mountain goats, arrow-shooting Indians, and rock-dropping eagles are between you and your goal—the rim of the canyon. The object of the game is to gather as many points as possible while avoiding the hazards along the way. The canyon is broken into three sections: The Crevasse, Indian Hills, and Eagle Cliffs.

Popcorn (26-3090) Program Pak

Required: Joysticks Level: Minimum 4K

\$24.95

Above you: five rows of popcorn. Below you: a conveyor belt. In-between: five frying pans. The challenge: catch the popcorn with your pans before it reaches the conveyor. Miss one and you lose a pan. Catch five rows and you get an extra pan. Now the heat is really on, and the action is a-poppin'! Kernels are exploding faster and it seems they're all falling at once. Coordination is everything as you progress through nine levels of difficulty.

Double Back (26-3091) Program Pak

Required: Joysticks Level: Minimum 4K

\$19.95

As you "double back" to catch your own tail, try to encircle the moving and stationary objects that materialize around you while collecting points in this tricky game. For one or two players.

Reactoids (26-3092) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

Things are going wrong at the government's top-secret, experimental power station.

Without the guidance of the reflectoid, energy particles will hit other particle-emission tubes and will eventually melt the core of the reactor.

To ensure the continued production of much-needed energy, you must stop the self-destruction of this amazing, expensive prototype. You must prevent meltdown. Take manual control of the reflectoid immediately!

Star Blaze (26-3094) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

Star Blaze is a new adventure in space exploration. As the commander of a patrol ship, you are responsible for defending the 64 sectors of your galaxy. Aliens are attacking the galaxy, trying to destroy the fuel and repair stations set up in several sectors. You must hunt down the aliens and destroy them before they ruin the galaxy's supply stations. Your patrol ship, superior in speed, maneuverability, and attack power, is your best ally in the fight against the aliens.

Donpan (26-3097) Program Pak

Required: Joystick Level: Minimum 16K

\$19.95

You're a balloon sailing to Donpan Island. Fight crows, sharks and monsters by exhaling air. With a little help from your friend balloons, you'll make it. If you successfully get "home" you'll become "King."

Demon Attack™ (26-3099) Program Pak

Required: Joysticks Level: Minimum 16K

\$29.95

You are protecting the planet against the insidious band of evil demons, all determined to destroy you and invade your earth home. Equipped with one laser gun and two spares, you must shoot and kill a wave of diabolical creatures swarming through the skies before they destroy your supply of laser guns and ultimately turn their rays on you. You destroy wave after wave of creatures, each more ferocious than the last.

Panic Button (26-3147) Program Pak

Required: Joysticks Level: Minimum 16K

\$19.95

You are in charge of an assembly line that produces robots, cakes, phones, houses, lamps, and TV sets. The pressure is on the mad boss who wants that order filled and the clock is ticking. The object is to fill the orders before the time runs out to avoid getting fired. Players can press the panic button to stop for a rest, but only for a second.

Pegasus and the Phantom Riders (26-3281) Disk

Optional: Multi-Pak Interface and Sound/Speech Cartridge

Required: Disk Drive, Joysticks or Color Mouse Level: Minimum 64K

\$29.95

A game for 1 or 2 players. You can help the great white flying horse, Pegasus, destroy the Phantom Riders by destroying each successive wave of attackers from the mysterious Phantom Island. Watch out for the fire-breathing monsters and the deep, deep waters of the lagoon!

A second player can help you destroy the Phantom Riders before they destroy Pegasus. Be cautious though: choose carefully—your partner may turn out to be a rival.

Raaka-Tu® (26-3311) Cassette

Required: Cassette Recorder Level: Minimum 16K

\$14.95

Raaka-Tu is a challenging new adventure. Venture into the temple of a lost civilization. It is a trip which can lead you to treasures and wealth, or to death. What you find depends on your skill in maneuvering and using the tools you can acquire.

Bedlam™ (26-3312) Cassette

Required: Cassette Recorder Level: Minimum 16K

\$14.95

Bedlam is another new adventure from Radio Shack. There are no hidden treasures to find, no wealth to amass, no score to beat. There is only one goal—get out, if you can. Your success depends totally upon your resourcefulness, and your ability to think clearly. There is only one way out, but be warned—the exit changes each time you load the game.

Madness & the Minotaur (26-3313) Cassette

Required: Cassette Recorder Level: Minimum 16K

\$14.95

King Minos, one of the sons of Zeus and also the King of Crete, has erected a huge labyrinthine castle with the intention of using it as a prison. In the past, anyone confined to the Labyrinth could never escape and was either killed or went mad trying to escape. There are hidden treasures in the vicinity of the Labyrinth. King Minos has taken many precautions to prevent you from escaping with his treasures.

Card Games (26-3320) Cassette

Required: Cassette Recorder, Extended Basic

Optional: Joysticks Level: Minimum 16K and Extended Basic

\$19.95

Take a hit or stand? Computer plays the house hand expertly—can you beat it? Besides Black Jack, you can play Solitaire and Solo Poker. Small fry will go for Last Pirate—trying to keep from ending up with the last card, Go Fish—the kiddy classic of strategy, or an all-out, salvo-trading game of War.

Color Computer**Education/Entertainment****“Reading is Fun” Series**

Radio Shack’s “Reading is Fun” package is an entertaining way to learn at home. Your child learns through reading, listening, and drill. Package includes an illustrated reader, a read-along audio cassette tape, and a computer tape which presents spelling and vocabulary exercises based on words in the story.

Exercises are selected randomly by the computer from numerous exercises stored in the computer programs. This allows your child to repeat lessons again and again without seeing the same exercises in the same sequence. A great “home-tutor” for children reading at grade levels 4-6.

Dracula (26-2550) Cassette

Required: Cassette Recorder Level: Minimum 4K

\$19.95

The classic tale of the horrible vampire Count Dracula, his evil deeds and his final destruction by Dr. Van Helsing.

The Hound of the Baskervilles (26-2551) Cassette

Required: Cassette Recorder Level: Minimum 4K

\$19.95

Master sleuth Sherlock Holmes expertly unravels the mystery surrounding the Baskerville family.

Moby Dick (26-2552) Cassette

Required: Cassette Recorder Level: Minimum 4K

\$19.95

The timeless story of the ship Pequod’s voyage and the mad Captain Ahab’s fateful hunt for the great white whale, Moby Dick.

20,000 Leagues Under the Sea (26-2553) Cassette

Required: Cassette Recorder Level: Minimum 4K

\$19.95

A fantastic under-sea journey around the world with Nemo, captain of the giant Nautilus submarine.

Art Gallery® (26-3061) Program Pak

Optional: Joysticks, Cassette Recorder Level: Minimum 16K

\$29.95

“Draw” landscapes, seascapes, still lifes, cartoons—whatever suits your artistic fancy! Use colors of your choice—red, blue, green, yellow, orange, magenta, buff and cyan! Special features let you change cursor size, connect points, fill outlines, draw triangles and diamonds, shrink the pictures and add letters with simple commands. Those with 16K memory can add scrolling messages in a variety of formats. You can use joysticks (optional) like “paint-brushes”—one for the color, the other for the movement. Save your favorite creations on tape with a cassette recorder. Includes 27 images—more available.

(For Color Computer and Color Computer II only)

Micro Painter (26-3077) Program Pak

Optional: Joysticks, Cassette Recorder Level: Minimum 16K

\$29.95

An "electronic coloring book" that's fun for any age! Just load a picture into your computer and "paint" it the way you please. Choose from 3 palettes, each with 4 colors. Special "magnifier" aids in detail work. Draw your own pictures and save on tape with a cassette recorder. With 8 pictures (more available).

Additional Display Cassettes

Each display tape includes 12 scenes for use with Art Gallery (AG) and 12 for Micro Painter (MP).

Images 1—(AG): snow skier, unicorn, space ship, motorcycle—(MP): knight, castle, dinosaur, horse, lion, treasure chest, and more. 26-3300, \$8.95

Images 2—(AG): Christmas wreath, tennis, football, mountain cabin, Indian chief—(MP): train, rhinoceros, ducks, skull and cross bones, and more. 26-3301, \$8.95

Images 3—(AG): ballerina, painter, eagle, deer, rebel, tiger—(MP): puppies, mansion, queen, racing, and more. 26-3302, \$8.95

Bible Scenes—(AG): Jonah, Burning Bush, Nativity—(MP): Ark, Moses, doves, cross, and more. 26-3303, \$8.95

Fantasy Scenes—(AG): dragon, archer, dwarf—(MP): princess, magician, serpent, and more. 26-3304, \$8.95

Robot Battle (26-3070) Program Pak

Optional: Cassette Recorder, Printer Level: Minimum 16K

\$24.95

Color Robot Battle is an enjoyable introduction to the concepts and procedures of programming. The fun of video games and the thrill of discovery combine to make this program unique and rewarding.

Two robots are at your command. Tell them how and where to move, how to react to situations around them, when to fire lasers and missiles, when to stay and fight and when to run! You can even program them to dance!

The preferred approach to this program would be for two people to program one robot each, then challenge the other person's program in battle. Enjoy the challenges of computer programming while playing an exciting game with a friend, or by yourself.

Program offensive and defensive robots. Improve on your programs as you learn. However you play, with Color Robot Battle you'll finish a winner!

Crosswords (26-3082) Program Pak

Optional: Joysticks Level: Minimum 4K

\$24.95

Two great word games in one package—fascinating and educational for any age level. You work against the clock to make as many words as you can from letters on the screen. Or pick from a letter "pool" to make the highest-scoring word which will fit on the game board. It's the first word in fun!

Bingo Math (26-3150) Program Pak

Required: Joysticks Level: Minimum 4K

\$19.95

Bingo Math is a program designed to help improve your child's (or your own) basic math skills in addition, subtraction, multiplication, division, and number recognition. The object is to solve the problems and score a Bingo. The program allows players with varying levels of knowledge to compete on an equal basis by stressing accuracy and speed. There are three games included in the program: Bingo Math, Speed Math, and Number Hunt. For one or two players.

Music (26-3151) Program Pak

Optional: Cassette Recorder Level: Minimum 4K

\$19.95

Ever wonder how Bach—or the Beatles—did it? Get our Music program and try your wings as a composer. You don't even have to be a musician. Just follow the easy instructions and soon you'll be writing melody, harmony, counterpoint. Save your favorites with cassette recorder—maybe they'll be a hit! (For Color Computer and Color Computer II only)

Typing Tutor™ (26-3152) Program Pak

Level: Minimum 4K

\$19.95

Typing Tutor is an instructional program that teaches you to type the alphabet, numbers, and symbols. Consistent use of Typing Tutor will increase your typing ability whether you are a beginner or an experienced typist. You will build speed, and type more accurately because each lesson is created by the computer to exactly match your requirements.

The primary feature that makes Typing Tutor more valuable than a typing class or a series of regular lessons is the ability of the program to monitor your progress constantly. It uses this information to create new Letter Drills enabling you to learn new keys as you build speed on those you have already mastered.

Bridge Tutor (26-3158) Program Pak

Optional: Joysticks Level: Minimum 4K

\$24.95

Bridge Tutor is a program for the novice and average bridge player alike. There are 100 instructional hands, each teaching a unique offensive or defensive strategy. You can ask the computer for help if you have problems in bidding or playing. You can also have the computer review the bidding and play of the entire game. There is one more special feature in Bridge Tutor which lets you sit back and watch a bridge game as an observer with the computer bidding and playing all four hands.

Micro Illustrator™ (26-3278) Disk

Required: Joystick or Color Mouse, One Disk Drive Level: Minimum 64K

\$29.95

Creative freedom is yours with Micro Illustrator. Its editing features let you create sophisticated drawings, and it's easy to use. You can use the joystick or mouse to draw pictures, graphs, geometric figures, and a variety of fantasy designs. In addition to having a choice of brush strokes, assorted patterns, and colors, you can save the pictures you create on diskette and retrieve them at a later date.

Children's Computer Workshop**Big Bird's Special Delivery™ (26-2525) Cassette**

Required: Joysticks, Cassette Recorder, Extended Basic

\$19.95

Big Bird's Special Delivery provides a playful setting in which children can practice an important skill: classification. In order to help Big Bird deliver packages to the right stores, a child must consider and compare objects according to the attributes of form, class, and (on the highest level) function.

Ages 3 to 6.

Star Trap™ (26-2510) Cassette

Required: Joysticks, Cassette Recorder, Extended Basic

\$19.95

Star Trap is a dynamic maze game where cooperation really pays off. The challenge is to trap a shooting star by blocking the paths with x's and using the special maze gates. One player

Children's Computer Workshop

can make a trap, but two players working as a team can play more efficiently. By talking and planning together, players will trap the star more quickly, and move to higher levels in the maze.

Ages 7 and older.

Peanut Butter Panic!™ (26-2523) Cassette

Required: Joysticks, Cassette Recorder, Extended Basic

\$19.95

Peanut Butter Panic! is a two-player game in which success depends on cooperation. As players jump for stars to make peanut butter sandwiches, they soon find that they must work together to catch the most valuable stars, and—they must—watch their weight and share the sandwiches they make. Teamwork develops naturally and is well-rewarded.

Ages 7 and older.

Grobot™ (26-2527) Cassette

Required: Joysticks, Cassette Recorder, Extended Basic

\$19.95

In Grobot, the challenge is to plant, protect, and harvest an astrogarden. By choosing their own plants, players create dynamic environments in which they must act fast to pick blooms—and fend off space pests. Quick thinking, good planning, and a galactic green thumb will spell success in this space race!

Ages 10 and older.

Time Bound™ (26-2528) Cassette

Required: Joysticks, Cassette Recorder, Extended Basic

\$19.95

In Timebound, a player races through the annals of time to rescue Anakron, who is lost in a time loop. By zipping through history, catching events and gathering knowledge, the player uses the information gained to plan a route and move quickly to the rescue.

Ages 10 and older.

Flip Side™ (26-2529) Cassette

Required: Joysticks, Cassette Recorder, Extended Basic

\$19.95

In Flip Side, almost anything can happen! Players not only control the game—they control the rules, as well. The goal is to change as much of the board to your color as you can. But, there's a catch. The computer changes the board in response to each player's moves. Success in Flip Side requires players to think ahead, plan, and explore while they play.

Ages 10 and older.

Color Computer

Utility

Diagnostic ROM (26-3019) Program Pak

Optional: Joysticks, Cassette Recorder, Printer Level: Minimum 4K

\$19.95

Make sure your Color Computer is in tip-top shape with this diagnostic program. You can test BASIC and Expansion ROM, RAM, video, RS-232, cassette and printer ports, sound and keyboard. Just for fun, the joystick test lets you "paint" the screen with dual cursors in four colors. Optional equipment may be required.

Color File™ (26-3103) Program Pak

Required: Cassette Recorder Optional: Printer Level: Minimum 4K

\$19.95

Say goodbye to cluttered drawers stuffed with addresses, warranties and personal records! Color File lets you quickly and easily store, retrieve and use information. Alphabetize,

examine, print or change your info, then save it on tape with a cassette recorder. Seven ready-to-use files, or create your own!

Color Scripsit® (26-3105) Program Pak

Required: Cassette Recorder and printer Level: Minimum 4K

\$24.95

Color SCRIPSIT word processing puts an end to erasing, strikeouts and messy correcting fluids! Type-in and edit your letters, themes and reports right on the TV screen, then print them "correction-free"! It's easy to insert, delete, move and duplicate words, sentences, even whole paragraphs. Includes advanced features, like text search and replace, too. Outputs upper and lower case to printer. Requires cassette recorder (for text storage) and printer.

Color Stat (26-3107) Cassette

Required: Cassette Recorder Level: Minimum 16K

\$24.95

A general-purpose data analysis program that can maintain your data files, calculate a wide variety of statistics on your data, display the results on your screen and list the results on your printer. Color Stat can perform these data analysis procedures: descriptive statistics, frequency distribution, graphic histogram, correlation statistics, linear regression equation, least squares prediction, matched-pairs T-test, scattergram with regression line, multiple regression with two predictors and analysis of variance for up to five groups. Includes instruction manual.

Typing Tutor™ (26-3152) Program Pak

Level: Minimum 4K

\$19.95

Typing Tutor is an instructional program that teaches you to type the alphabet, numbers and symbols. Consistent use of Typing Tutor will increase your typing ability whether you are a beginner or an experienced typist. You will build speed, and type more accurately because each lesson is created by the computer to exactly match your requirements.

The primary feature that makes Typing Tutor more valuable than a typing class or a series of regular lessons is the ability of the program to monitor your progress constantly. It uses this information to create new Letter Drills enabling you to learn new keys as you build speed on those you have already mastered.

Handyman (26-3154) Program Pak

Level: Minimum 4K

\$19.95

Embarking on do-it-yourself home improvements? Lawn projects? Just feed in the measurements and Handyman will tell you how much lumber, paint, insulation, fertilizer, sand, gravel, etc. you'll need. Helps you to compare prices, too.

Audio Spectrum Analyzer (26-3156) Program Pak

Level: Minimum 4K

\$14.95

Test your audio equipment—color bar graphs show power distribution over nine octaves in $\frac{1}{3}$ octave segments from 31.5 to 12,500 Hz. Or just enjoy a kaleidoscope of dancing patterns. Cassette cable, mini-amplifier, microphone needed for some features.

(For Color Computer and Color Computer II only)

Graphic Pak (26-3157) Program Pak

Optional: Cassette Recorder, Printer Level: Minimum 16K

\$29.95

The TRS-80® Graphic program is a Program Pak™ for the Color Computer that lets you plot a variety of charts and display them on the Color Computer Screen or print them on a graphics printer.

With its multi-faceted chart-plotting capabilities, Graphic has many practical, business, scientific, and engineering applications.

By adding a cassette recorder to your system, you can save your charts permanently. And, with its easy-to-follow menus and prompts, Graphic lets you draw very sophisticated charts (as well as chart "keys") quickly and with a minimum of effort!

Disk Graphics (26-3251) Disk

Required: Disk Drive, Extended Basic

Optional: Cassette Recorder, Printer, Additional Disk Drive

Level: Minimum 16K Extended Basic

\$39.95

Create and plot color charts and graphs. Formats include vertical or horizontal bar charts, pie charts, and line charts. You can label graph lines with a key legend and save your charts on disk.

Color Disk Scripsit® (26-3255) Disk

Required: One Disk Drive Level: Minimum 16K

\$49.95

An easy-to-use word processing program that offers optional upper and lowercase display and background printing. Allows the user to insert, delete, move and duplicate words, sentences, and paragraphs.

Spectaculator® (26-3256) Disk

Required: Disk Drive, Extended Basic

Optional: Printer, Additional Disk Drive

Level: Minimum 16K Extended Basic

\$39.95

An electronic spreadsheet for forecasting and problem solving. Great for engineering computations, financial projections, even family budgets. Enter labels and numbers in row/column format. Up to 99 rows and columns. Change a value or formula and all affected figures are updated automatically. Run totals for each column and the grand total, then save your worksheets to disk for later revision and use.

Personafile Disk (26-3260) Disk

Required: Extended Basic, Disk Drive

Optional: Printer Level: Minimum 16K

\$19.95

Do you have trouble remembering your Aunt Bertha's birthday, the serial number of your stereo, or the address of your old college roommate in Washington, D.C.? If you (like most people) do not have a photographic memory, Personafile will help you organize your life. Personafile is a central filing system which you set up to suit your own individual needs.

After you file (and save) information under general subject and specific tag headings, you can have all the facts currently cluttering up your life at your fingertips. With a few simple keystrokes, you can look up information records on the screen of your color television, change or delete outdated records, or get a printout of records.

Use Personafile to keep track of anything—credit card, telephone, serial numbers; addresses; medical history and car maintenance records; recipes, etc. You'll be surprised at how much time you save not having to hunt through drawers, old address books, etc. for vital information. Allows up to 540 records, with up to 250 different subjects.

Micro Color Computer**MC-10****Micro Color Compac (26-3350) Cassette**

Required: Cassette Recorder and Interface Cable, Modem, Telephone

\$29.95

Micro Color Compac is a machine-language program on cassette tape which allows your MC-10 to communicate by telephone with an information service (i.e., host computer) such as

CompuServe or Dow Jones. This means that, in addition to the MC-10 itself and the cassette tape, you'll also need a modem and a telephone close at hand.

Micro Checkers (26-3360) Cassette

Required: Cassette Recorder and Interface Cable

\$8.95

The game of Checkers (called Draughts in England) is one of the world's oldest intellectual pastimes.

A game similar to Checkers was played by the Pharaohs in ancient Egypt. Similar games were mentioned in the works of the Greek writers Homer and Plato. In the 12th century the game was adapted to the 64-square chessboard. In the 16th century the game was changed enough that it was essentially the same as modern Checkers.

Now Checkers has entered the computer age, adding an exciting new dimension to this ancient game.

Micro Games (26-3361) Cassette

Required: Cassette Recorder and Interface Cable

\$9.95

Micro Games consists of five games:

- 1) "Pong"—The classic pong game for two players, with movable paddles and a ricocheting ball.
- 2) "Breakout"—Breakout pits you against the computer. The object of the game is to earn points by knocking bricks out of the walls until there are none left or you run out of balls.
- 3) "Eggs"—A crazy bird is flying around and it just won't stop laying eggs. Your task is to catch the eggs that the bird is dropping to the ground.
- 4) "Lander"—Your mission is to safely land the spacecraft on the surface of Luna. You man the shipboard computer terminal to monitor the landing.
- 5) "Horse"—The race horses are in the chute. And they are off and running. Who is going to win? That is the fun and excitement of a day at the races.

Math Design (26-3362) Cassette

Required: Color Graphic Printer, and Cassette Recorder with Interface Cable

\$9.95

Math Design consists of two main programs "MiniCalc" and "Spirals."

- 1) MiniCalc functions like a hand-held calculator. You can perform a wide range of mathematical functions with this versatile program. These include: addition, subtraction, division, multiplication, sine, cosine, tangent, log, square root, nth power, integer, and absolute value.
- 2) Spirals is a fun geometric exercise. It lets you design and plot a large variety of polygonal spirals in four colors. Use your imagination to plot intriguing shapes and designs.

Lost World Pinball (26-3363) Cassette

Required: Cassette Recorder and Interface Cable

\$9.95

Popular pinball folklore has it that in prehistoric times two cavemen, Og and Grog, thought of ways to entertain themselves. In a moment of inspiration, Og seized a boulder and shoved it with a stick at a herd of pinosauruses grazing in the tribe's playing field. The boulder struck one pinosaurus and ricocheted into another to score. The two experimented with various strategies. Thus pinball (a shortened version of pinosaurus boulder ball) was born.

PC-1 and PC-3 Programs

Real Estate (26-3510) Cassettes

\$24.95

The Real Estate Package consists of 6 programs that cover 14 different functions. Such as:

- 1) Savings and Loans.
- 2) Interest Calculations—Compound Interest and Accumulation Interest/Remaining Balance.
- 3) Commission Tracking.
- 4) Loan Amortization.
- 5) Cash Flow Analysis—Present Value, Future Value, and Discounted Cash Flow.
- 6) Depreciation Analysis—Straight Line Depreciation, Sum-of-the-Year's Digits, Declining Balance Depreciation, Excess Depreciation, and Composite Depreciation.

Civil Engineering (26-3511) Cassettes

\$24.95

The Pocket Computer Civil Engineering Program is a series of stress analysis formulas designed to aid Civil Engineers in evaluating typical configurations in construction projects. The programs incorporate the American Institute of Steel formulas, Euler's Formula, and formulas from the Standard Handbook for Civil Engineering.

Simple Beams, Euler Columns, Cylinder Stress, Bolt Torque, Cantilever Beam, Fixed Beam, Section Computations, and Vector Operations.

Surveying (26-3512) Cassettes

\$29.95

The Surveying Package consists of 17 programs in 6 load modules which perform the fundamental operations required in surveying. Such as: Tape corrections; Reciprocal and Trigonometric Levels; End-Area and Prism Volumes; Irregular Area (TRAP); Closure (Traverse, Error, DMD, and REDO LEGS); Traversals, Conversions in linear, area, and volume.

Aviation (26-3513) Cassette

\$24.95

The Aviation Package is a collection of commonly used aviation calculations and conversions. All the programs are stored in the Pocket Computer and are available for immediate use. Even if the computer has been turned off, the programs (and data) will remain in the computer's memory.

Converts

- Temperature from Centigrade to Fahrenheit.
- Temperature from Fahrenheit to Centigrade.
- Statute Miles to Nautical Miles and Kilometers.
- Nautical Miles to Statute Miles and Kilometers.
- Kilometers to Statute Miles and Nautical Miles.
- U.S. Gallons to Imperial Gallons and Liters.
- Imperial to U.S. Gallons and Imperial Liters.
- Liters to U.S. Gallons and Imperial Gallons.

Calculates

- True Altitude, using Pressure Altitude, Temperature, and Reference Altitude.
- True Airspeed, using Pressure Altitude, Temperature, and Indicated Airspeed.
- Mach Number, based on True Airspeed and Temperature.
- True Airspeed, based on Mach Number and Temperature.
- Off-Course Correction and Drift Angles.
- True Heading and Ground Speed with Winds.
- En route Winds.

Math Drill (26-3514) Cassette**\$14.95**

This Math Drill program package is designed to assist you in drilling your child in Basic Math Concepts. This program is recommended for children ages 7 and up.

The package features two Table Testing sections consisting of problems randomly generated by the computer. The programs allow drilling of the Basic Four Operational Functions, i.e. Addition, Subtraction, Multiplication, and Division.

We have also included a game called "HI-LO." As a "break" from all the other programs, this game gives the child a chance to challenge the computer by guessing a number the computer has picked. You might even enjoy playing this game yourself. We should warn you that HI-LO may become habit forming.

Games I (26-3515) Cassettes**\$14.95**

The Games I Package consists of eight popular games:

- 1) Missionaries and Cannibals (Cross the river without getting eaten by the cannibals.)
- 2) Nim (An old game of logic in a new electronic form for 2 players.)
- 3) Spaceship Lander (Try to touch down on a strange planet safely.)
- 4) Treasure Hunt (We hid it—you find it.)
- 5) Biorhythms (Not really a game, but a way to check your cyclic mood for any day.)
- 6) Star Blaster (Save the universe by restoring its galaxies.)
- 7) Craps (A modern version of the old dice game.)
- 8) Quick Watson (The best-selling Radio Shack computer game comes to the Pocket Computer—Who done it?)

Business Statistics (26-3516) Cassette**\$19.95**

Ideal for marketing and sales decisions, forecasting and more. Computes loans, annuities, bond price, yield, compound interest, and depreciation. Business statistics consists of the following programs: Forecasting, Seasonal Variation, Moving Average, N/F Distributions, Descriptive Statistics, Multiple Regression, Gompertz Curve Analysis, and Management Decisions.

Business Finance (26-3517) Cassettes**\$19.95**

The Business Finance Package consists of seven programs that perform fundamental financial computations, such as: 1) Loans and Annuities; 2) Future Value; 3) Bond Prices and Yields; 4) Internal Rate of Return; 5) Compound Interest; 6) Depreciation (straight line, double declining, and sum-of-the-year's-digits); 7) Perpetual Calendar (Gregorian).

Personal Finance (26-3518) Cassettes**\$19.95**

Personal Finance consists of five programs for: 1. maintaining a budget, 2. recording checks and deposits and balancing your checkbook, 3. making compound interest/annuities calculations, 4. tracking the value of your portfolio, and 5. performing Metric to English, or English to Metric, conversions.

Electrical Engineering I (26-3520) Cassettes**\$24.95**

This package consists of 6 programs that cover 17 functions.

- 1) Complex Calculator
- 2) Complex Impedance Calculator for a Passive Circuit—Complex Impedance, Capacitive Reactance, and Inductive Reactance.

- 3) Low Frequency Transistor Amplifier Design—Transistor Biasing, Heat Sink Calculations, and Linear Equation Solutions
- 4) Filters—m Derived Lowpass, m Derived Hipass, Active Lowpass Filter, Active Hipass Filter, and Active Band Pass Filter.
- 5) Engineering Tables—AWG to R/FT, Current to Wire Size, Resistance Color Code to Value, Capacitor Color Code to Value, and RF Coil Design.

Statistical Analysis (26-3522) Cassette**\$24.95**

The Statistical Analysis package is a data analysis system which consists of six programs: 1) Descriptive Statistics; 2) Correlation and Regression; 3) Analysis of Variance; 4) Chi Square Analysis; 5) Distributions (normal, t, F, x²); 6) Multiple Regression. A keyboard template is included to guide you in running the programs.

Games II (26-3523) Cassette**\$14.95**

The Games II program is equipped with eight games which let you test your deductive reasoning, marksmanship, and gambling abilities. This is your opportunity to engage in ultimately harmless war games and bet at the casino table to your heart's content with imaginary funds. The popular games included are: 1) Missile Marksman; 2) Baccarat; 3) Blackjack; 4) Aceyducey; 5) One-Armed Bandit; 6) Pokerslot; 7) Numguess; 8) Craps.

Calendars (26-3529) Cassette**\$19.95**

This Calendars Package can perform calculations and conversions using standard Gregorian and Julian calendars.

Horse Race Analyst (26-3530) Cassette**\$19.95**

You can enter data directly from the East or West coast versions of the Daily Racing Forms. The program provides calculations using the past performances of the horses to determine the predicted winner of a race regardless of the odds. The basic factors are conventional—speed, class, distance, pace, track condition, horse condition and consistency. Corrects past performances at different distances.

Calculates a score for each evaluated horse that can be compared with other entries to predict the possible winner.

Banners (26-3531) Cassette**\$9.95**

The Banners Program enables you to print any message in banner-size letters. It may be used to headline, advertise, post special notices on bulletin boards, or for any other purpose you choose. It prints horizontal banners with letters 1.4" high and 1" wide and vertical banners with letters 2.3" high and 1.5" wide.

Golf Scoring and Handicapping (26-3532)**\$14.95**

The Golf Package can handle up to four players and 18 holes for each game, print complete scorecards, figure the USGA stroke-controlled score for any player in any game, and figure handicaps.

Pocket Computer Software**PC-2****Getting Started On The PC-2 (26-3620) Book****\$12.95**

This 280 page instructional book (including appendixes and index) covers commands and programming tips for the PC-2 and the Printer/Plotter/Interface.

Personal Finance (26-3700) Cassette**\$19.95**

The Personal Finance package is a group of five programs designed to help you manage your money more efficiently. You can set up and maintain a budget, keep a checkbook, figure stock portfolio values, or interest and annuity yields on your investments.

Games (26-3702) Cassette**\$14.95**

The Games package gives you nine games, some of them old favorites, some of them new. With this package you can sail the high seas, win (or lose) a fortune at the gaming table, or land on the moon. The games range in difficulty from those simple enough for small children, to those complex enough to challenge a Ph.D. The games consist of: Twister, Lander, Blackjack, Sketch, Soundoff, Football, Task Force, Hangman, and Tic-Tac-Toe.

Business Finance (26-3703) Cassette**\$19.95**

The Business Finance package is a group of seven programs which performs a variety of calculations used in business finance applications. Programs for loans, annuities, bond prices, compound interest, yield, depreciation, days and dates, and more.

Statistical Analysis (26-3704) Cassette**\$29.95**

Statistics is a general data analysis system. Fifteen statistical modules, including descriptive statistics, histogram, frequency distribution, correlation and regression, matched pairs T-Test, time series, analysis of variance, multiple regression, chi square analysis, random sample and direct probability estimates.

Invasion Force® (26-3705) Cassette**\$9.95**

Sirian warships have invaded the sector nearest the star Sirius. Our intelligence sources have evaluated these attacks as an attempt to gain control of the Sirius Sector by force. Destroy enemy aliens before they destroy you.

Pocket Organizer (26-3706) Cassette**\$19.95**

The Pocket Organizer is designed to help you organize your busy life by storing a list of things to do. After you enter "events" (such as appointments, activities, engagements, or tasks), you may review, edit, delete, or print these events, and also save the entire queue on tape.

Flight Planning (26-3707) Cassette

The Flight Planning package contains 16 functions. Flight plans generated by the Flight Plan functions serve as pre-flight and in-flight reference. The other functions allow you to create and maintain a Fix Data Table and to calculate information generally needed while operating private aircraft.

Chemistry Math (26-3708) Cassette**\$14.95**

The Chemistry Math package is a valuable tool for students who are familiar with the fundamentals of chemistry. The first eight programs perform basic chemistry calculations. The last two programs are handy references, one converts English units of measure to metric units, one is a periodic table of the elements.

Math Pak I (26-3709) Cassettes**\$14.95**

Math Pak I consists of five programs:

- 1) Solution of triangles—Solves for the three common unknown triangles (side-side-side, side-angle-side, angle-side-angle) and can also solve for triangles based on three Cartesian coordinates.

- 2) Complex arithmetic—addition, subtraction, multiplication, division, magnitude calculation, conjugation, natural logarithms and antilogs, sines, cosines, arc sines, and arc cosines.
- 3) Vector arithmetic—provides most common vector operations in three dimensions, in both rectangular and spherical coordinates.
- 4) Advanced trigonometry and exponentials—provides 24 common trigonometric functions in degree or radian measure and hyperbolic functions in radian measure.
- 5) Polynomial math and calculus—polynomials to ninth order.

Math Pak II (26-3710) Cassette**\$14.95**

Math Pak II consists of four programs:

Linear simultaneous equations solves systems of up to seven linear simultaneous equations for all unknowns. It can also be used to complete a Gaussian reduction of matrices from 2×2 to 7×7 .

Gaussian matrix reduction completes a Gaussian reduction of a square matrix from 3×3 to 10×10 , displays the reduced matrix, and calculates its determinant.

Matrix inversion calculates the inverse of a square matrix, from 3×3 to 6×6 .

Matrix multiplication multiplies an $I \times J$ matrix by a $J \times K$ matrix, displaying an $I \times K$ matrix as the product. $IJ + JK$ must be less than or equal to 98.

Investment Analysis (26-3712) Cassette**\$49.95**

The Investment Analysis package consists of three separate programs:

- 1) Fixed Income Security Evaluator—calculates information you will find useful when buying or selling fixed income securities.
- 2) Commission Calculator—figures commissions for stock and option transactions.
- 3) Option Strategy Evaluator—calculates the results of option transactions involving combinations of put and call purchases and sales.

Graphics Pak (26-3715) Cassette**\$19.95**

The Graphics Pak will help you organize information in graphic form. You can draw six different types of charts; horizontal bar, vertical bar, bar-segment, pie, line, and point. The chart title is automatically centered and the graph segments may be labeled, too. Multiple colors can be used. Data can be read from a tape file or entered from the keyboard.

Model I, III, IV**The Sword of Roshon (26-1918) Cassette**

Required: Cassette Recorder, Model III Level: Minimum 16K

\$9.95

The Sword of Roshon is a very special kind of story called Interactive Fiction. Now you can do more than just pretend to be the hero, you can even make decisions yourself. But beware—if you make the wrong decision the hero may suffer the consequences. You can reread the story and the ending will be different each time, depending on how you choose. Your decision can make the story turn out to be happy or tragic.

Magic Carpet (26-1919) Cassette

Required: Cassette Recorder, Model III Level: Minimum 16K

\$9.95

The Magic Carpet is a very special kind of story called Interactive Fiction. You get to take part in the story, by deciding where the story should go next. You tell the character exactly what to

Model I, III, IV

do. Each time you read the story make a different choice at different points. The story and the ending will be different each time, depending on how you chose. Some endings are happy, while other endings are tragic. You decide.

Star Quest (26-1920) Cassette

Required: Cassette Recorder, Model I, III Level: Minimum 16K

\$14.95

It is 2439 A.D. Man has established several colonies in the galaxy but most of the planets remain to be explored. It is your job to explore the planets for relics or unusual findings to be preserved before future colonization destroys them.

Flying over the surface of the planet in your starship, you see the remains of an advanced alien civilization. Upon finding the opening to an underground passageway, you begin to explore below the surface of the planet.

As soon as you enter the maze-like tunnels, you find that the aliens are not extinct! After fierce wars changed the surface, the aliens rebuilt their civilization deep within the planet. You have stumbled upon a hidden warbase! It is obviously one of many posing a threat to mankind. Before you can escape to warn Earth of the danger, the aliens discover you and seal off the passage to the outside—your only apparent means of escape.

You begin the quest with three starships. The aliens send many different vessels to try to destroy you. The points you earn from destroying the aliens help you to get bonus starships.

In the Hall of the Mountain King (26-1921) Cassette

Required: Cassette Recorder, Model I, III Level: Minimum 16K

\$14.95

Our forces made a treaty with Zon Cor, ruler of the planet Volkin. Before the treaty could go into effect, the evil Troll King kidnapped Zon Cor's daughter, Anitra, and took her to his cave kingdom.

As a Private in the Space Vikings, you are sent to the planet Trolldhjem ("home of the trolls"). Your assignment is to rescue Anitra and to destroy the Troll King and his underground kingdom.

To accomplish this mission, you must enter the dreaded Norwegian Circle Maze, battle the trolls, recover stolen treasures, collect the scattered parts of a bomb, and find the Hall of the Mountain King. You are to plant the assembled bomb in the Hall and escape with Anitra before the bomb goes off. Information we cannot disclose at this time will be made available to you during the course of your mission. Good luck, Private.

Games 3 (26-1923) Cassette

Required: Cassette Recorder, Model I, III

Optional: Joysticks Level: Minimum 16K Level II

\$24.95

This package consists of two complete games:

- 1) Cosmic Fighter—From deep space they came, aliens from a far-flung world. All that keeps Earth from being lasered into cosmic debris are an abandoned Fighter Ship and your nimble fingers at the Keyboard or Joystick.
- 2) Meteor Mission 2—Six U.A.S.A. astronauts have crashed on Philco VII, a large, gravity-bearing asteroid. They are waiting for your rescue shuttle to snatch them from their rocky perch. But a steady stream of asteroid fragments drifting between your shuttle and Philco VII suggests that there may be endings other than happy ones.

Both games for ages 7 to adult.

Model I, III, IV

Games 2 (26-1925) Cassette

Required: Cassette Recorder, Model I, III

Optional: Joysticks Level: Minimum 16K Level II

\$24.95

This package consists of two complete games:

- 1) Stellar Escort—You must escort Federation supply cruisers through front-line enemy zones loaded with Cretonian vessels. Along the way, you will encounter their merciless RAM CRAFT, indiscriminate CRUNCHER, and the awesome KILR MINES.
- 2) Defense Command—Kromorkrom Empire has stolen our Krotmium Star Cruiser Fuel Cells. Your mission: Recover and hold the cells so our Star Cruisers can warp into the battle zone and return them to Earth. If the aliens reclaim the cells, they will unleash their most terrifying weapon . . . the Solar Waster!

For ages 7 to adult.

Games 2 (26-1926) Disk

Required: One Disk Drive, Model I, III

Optional: Joysticks Level: Minimum 32K

\$24.95

This package consists of two complete games:

- 1) Stellar Escort—You must escort Federation supply cruisers through front-line enemy zones loaded with Cretonian vessels. Along the way, you will encounter their merciless RAM CRAFT, indiscriminate CRUNCHER, and the awesome KILR MINES.
- 2) Defense Command—Kromorkrom Empire has stolen our Krotmium Star Cruiser Fuel Cells. Your mission: Recover and hold the cells so our Star Cruisers can warp into the battle zone and return them to Earth. If the aliens reclaim the cells, they will unleash their most terrifying weapon . . . the Solar Waster!

For ages 7 to adult.

13 Ghosts™ (26-1927)

Required: One Disk Drive, Model III Level: Minimum 48K

\$19.95

Out West, you are known as Ghost Exterminator Extraordinaire! Armed with a "Ghost Blaster," you are summoned to local towns to exterminate the ghosts that haunt the streets. Upon your arrival in this town, however, you find that you have your work cut out for you. There are so many ghosts here that you must make several trips from the train depot to the haunted house, and back again, shooting ghosts as you go.

There are 13 ghosts, and they're trying to scare you to death! But you know from your previous exterminations that they can't hurt you. Or can they? In this town, an ominous skeleton, immune to your Ghost Blaster, waits to kill you at his first opportunity.

You'll be lucky if you make it out alive!

Zork I™ (26-1951) Disk

Required: One Disk Drive, Model III Level: Minimum 32K

\$39.95

The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of Zork and escape with them and your life.

Monty Plays Scrabble (26-1954) Disk

Required: One Disk Drive, Model III Level: Minimum 32K

\$34.95

"MONTY" plays the SCRABBLE® Brand Crossword Game" is a computer opponent program designed to be used along with your Selchow & Righter game. You will need the board and all the equipment that comes with the game to use this computer opponent program.

Model I, III, IV

MONTY provides a new dimension in microcomputer software. You will come to know MONTY as simply another player, a bright, entertaining guest who provides real excitement for many hours.

Zaxxon™ (26-1956) Disk

Required: One Disk Drive, Model I, III Level: Minimum 48K \$29.95

As a ZAXXON pilot, you use your keyboard to control your space fighter, just as a real pilot would. Your fighter craft dives up, down, and moves to the left or right.

The object of the game is to enter the floating fortress, strafe and destroy the enemy's defenses (thus scoring points), and survive to face the ultimate armed conflict with the armored robot, ZAXXON.

As you penetrate the planet's fortifications and weaponry, the terrain (and your survival) become more difficult. You will meet up with a squadron of enemy fighters in a head to head dog fight, on your way to the final confrontation against the armored robot and its lethal homing missile.

Frogger™ (26-1958) Cassette

Required: Cassette Recorder, Model I, III Level: Minimum 16K Level II \$19.95

Frogger has to cross a busy highway crowded with cars and trucks. You guide his every jump, helping him make his way to safety and the water's edge. From there he needs your help to navigate across a dangerous river by jumping on the backs of floating turtles and fast moving logs. Without you, Frogger would never make it back to his lily pad.

For ages 7 to adult.

Frogger™ (26-1959) Disk

Required: One Disk Drive, Model I, III Level: Minimum 48K \$19.95

Frogger has to cross a busy highway crowded with cars and trucks. You guide his every jump, helping him make his way to safety and the water's edge. From there he needs your help to navigate across a dangerous river by jumping on the backs of floating turtles and fast moving logs. Without you, Frogger would never make it back to his lily pad.

For ages 7 to adult.

ZAXXON™ (26-1960) Cassette

Required: Cassette Recorder, Model I, III Level: Minimum 16K \$29.95

As a ZAXXON pilot, you use your keyboard to control your space fighter, just as a real pilot would. Your fighter craft dives up, down, and moves to the left or right.

The object of the game is to enter the floating fortress, strafe and destroy the enemy's defenses (thus scoring points), and survive to face the ultimate armed conflict with the armored robot, ZAXXON.

As you penetrate the planet's fortifications and weaponry, the terrain (and your survival) become more difficult. You will meet up with a squadron of enemy fighters in a head to head dog fight, on your way to the final confrontation against the armored robot and its lethal homing missile.

Mastering the ECAT™ (26-1970) Disk

Required: One Disk Drive, Model III, IV Level: Minimum 48K \$99.95

MASTERING THE COLLEGE BOARD ACHIEVEMENT TESTS™: ENGLISH COMPOSITION is a 5-diskette program designed to provide comprehensive drill and practice in answering the types of questions asked on the actual English Composition Achievement Test (ECAT).

Model I, III, IV

Success With Math—Addition/Subtraction (26-1971) Disk

Required: One Disk Drive, Model III Level: Minimum 32K

\$19.95

The Addition and Subtraction program designed for grade levels 1 to 4 gives comprehensive drill and practice in addition (with carrying) and in subtraction (with or without borrowing). Students choose the level of difficulty working with problems that have up to nine rows and nine columns.

Success With Math—Multiplication/Division (26-1972) Disk

Required: One Disk Drive, Model III Level: Minimum 32K

\$19.95

The Success with Math™ series provides an environment of personalized encouragement in which to learn math. The Multiplication and Long Division program designed for grade levels 2 to 8 gives comprehensive drill and practice in multiplication and long division problems using necessary addition and subtraction. After you load the program and select either Multiplication or Long Division, the program itself instructs you in how to proceed.

Success With Math—Linear Equations (26-1973) Disk

Required: One Disk Drive, Model III Level: Minimum 32K

\$19.95

The Success with Math™ series provides an environment of personalized encouragement in which to learn math. The Linear Equations program designed for grade levels 7 to 11 provides comprehensive drill and practice solving linear equations in the form $AX + B = C$. In solving the problems, you use the required algebraic principles plus the four basic mathematical operations. After you load the program, the program itself instructs you in how to proceed.

Success With Math—Quadratic Equations (26-1974) Disk

Required: One Disk Drive, Model III Level: Minimum 48K

\$19.95

The Success with Math™ series provides an environment of personalized encouragement in which to learn math. The Quadratic Equations program designed for grade levels 9 to 12 provides comprehensive drill and practice solving using the factoring process. An understanding of factoring is emphasized along with procedures for setting each factor equal to zero and solving as separate equations. After you load the program, the program itself instructs you in how to proceed.

Mastering the SAT™ (26-1975) Disk

Required: One Disk Drive, Model III Level: Minimum 48K

\$99.95

A comprehensive, self-paced preparation course for the Scholastic Aptitude Test. Covers all areas of SAT: Verbal, Math, and Standard Written English. This course emphasizes principles behind each question and gives test-taking strategies. It includes a pre-test, self-paced study, a final test, and a workbook with additional practice exams.

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